

FIG. 1

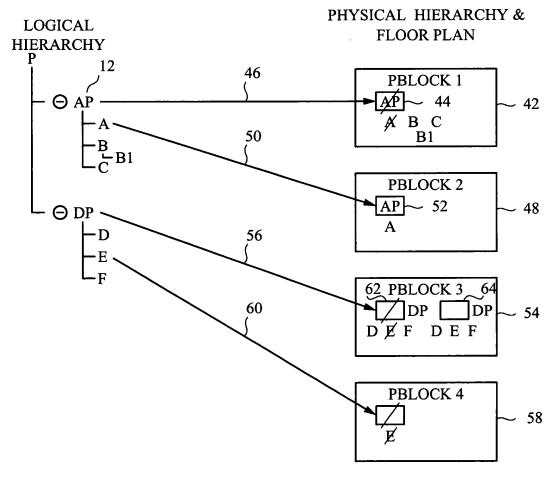


FIG. 5

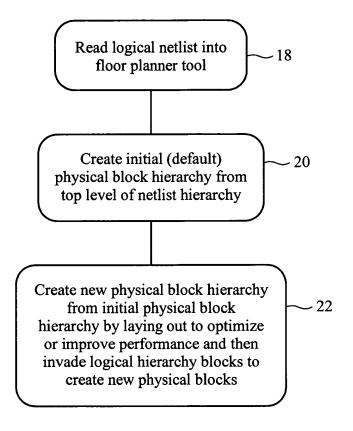


FIG. 2

#### PROCESS TO CREATE A NEW FLOORPLAN USING IMPROVED FLOOR PLANNER

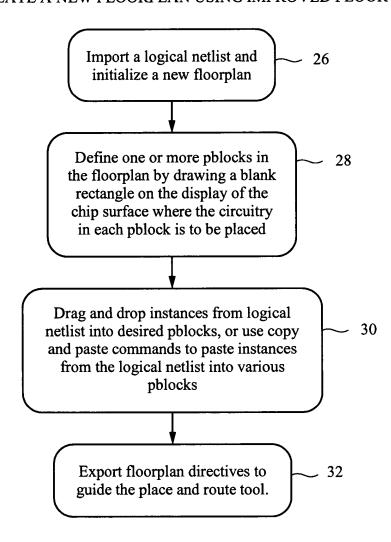


FIG. 3

## PTREE UPDATE PROCESS Mark entry for logical - 34 instToAppend in m\_instanceAssignments array to point to the pblock to which the instance is being assigned Mark all child instances of - 36 instToAppend to point to the same pblock. Recurse down through the children's children until all primitives under instToAppend in the logical netlist are marked as belonging to the pblock of the parent (instToAppend) Recurse up the parent instances of - 38 instToAppend until a "rooted parent" is found" and set to zero in m\_instanceAssignments array. Find the "rootedPBlock" to which this rooted parent was assigned. Unwind the recursion from the rooted parent and mark each ancestor on the line of descendants in the physical hierarchy between the rooted parent and the instToAppend as zero in said array. Set flags for all siblings of said ancestors as rooted and

FIG. 4A

mark in array as belonging to the rootedPBlock if not already so marked

- 40

Check to see if all siblings of instToAppend are also marked as being contained by the same pblock. If so, do "collapse" operation whereby parent is resurrected and marked as assigned (and rooted) within the pblock. Then recursion up to the tree is performed until this is no longer possible so as to do defragmentation or optimization to rebuild the logical hierarchy whenever it makes sense to do so

FIG. 4B

#### PNETWORK UPDATE PROCESS

For each instance which has been removed from a pblock, and each pin of said instance, disconnect the net from the pin and clean up the physical nets/pins as appropriate in the data structure

- 66

- 68

For each instance that has been added to a pblock, and each pin of the added instance, connect pin and create physical nets/pins as is appropriate

FIG. 6

### PNETWORK UPDATE CONNECT PROCESS From PTree Update: List of instances that Perform a root level traversal of the original logical have been moved netlist to learn the nets that are coupled to the - 70 instance(s) moved out of a pblock. All nets that cross pblock boundaries as well as those which do not are 71 learned Create a map for all physical nets and pins that already exist and which were not removed during the disconnect - 72 process. Then remaining pins of instances that were moved that are no longer connected to physical nets are determined for purposes of determining which nets need to be re-created Re-create nets that were removed when the instance to which they were connected was moved to another pblock. 74 If pins that have been moved to different pblocks exist, create the physical nets and physical pins required to connect these moved root level pins into the existing network as described in the map. This is done by using a recursive routine to create one new physical net and physical pin per physical layer of hierarchy until each root level pin has been integrated into the network and the original connectivity has been restored. Check for and resolve corner cases 76 Traverse the map one last time and set the term type (input or output) for each physical pin

FIG. 7

### THE DISCONNECT PROCESS OF PNETWORK UPDATE

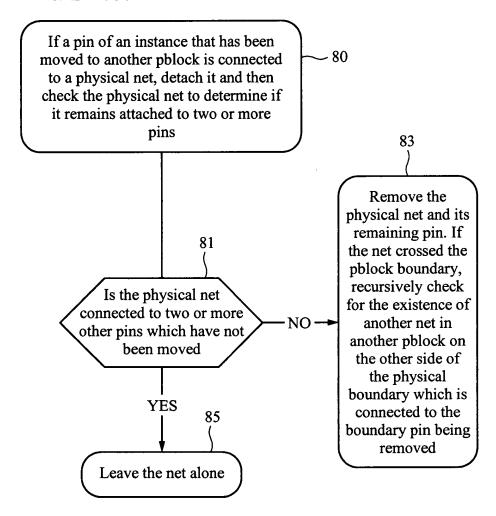


FIG. 8

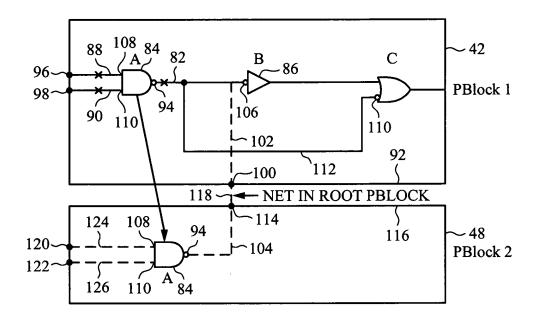


FIG. 9

# ALTERNATIVE EMBODIEMENT OF THE DISCONNECT PROCESS OF PNETWORK UPDATE

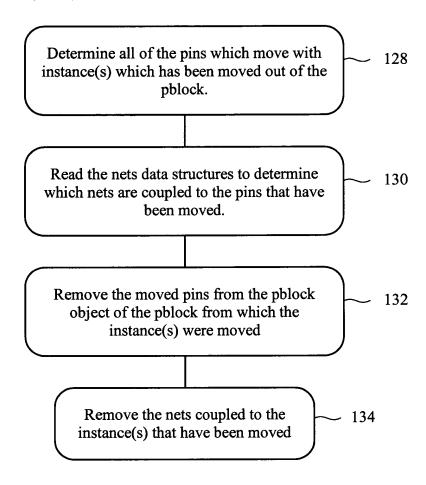


FIG. 10

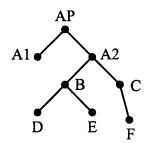
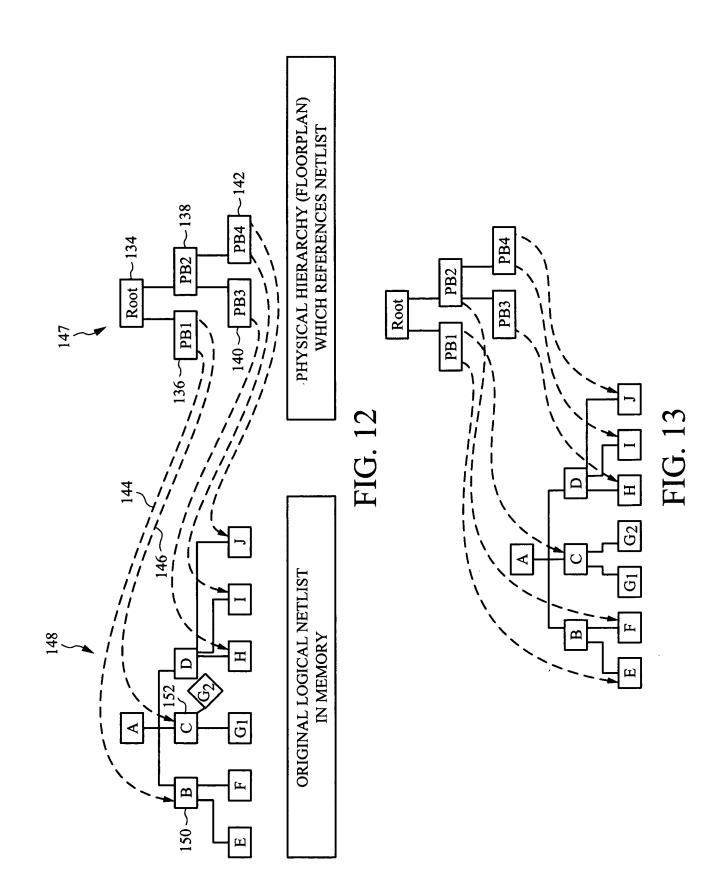


FIG. 11



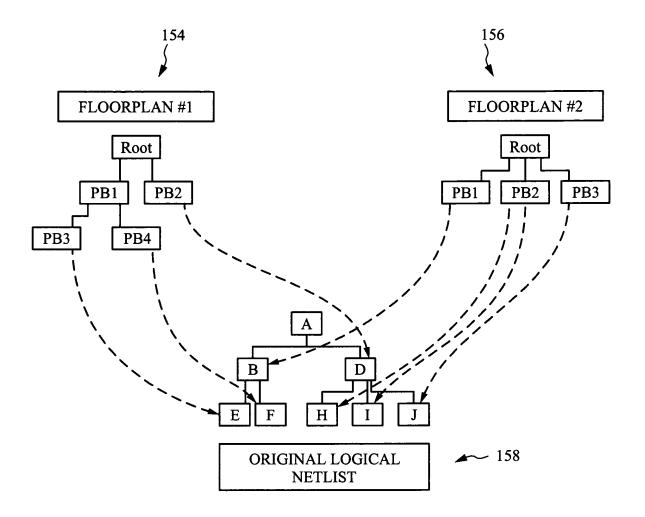


FIG. 14

# PROCESS TO DISCONNECT AND RECONNECT AN ENTIRE PBLOCK WHEN IT IS MOVED OUT OF ONE PARENT PBLOCK AND INTO ANOTHER

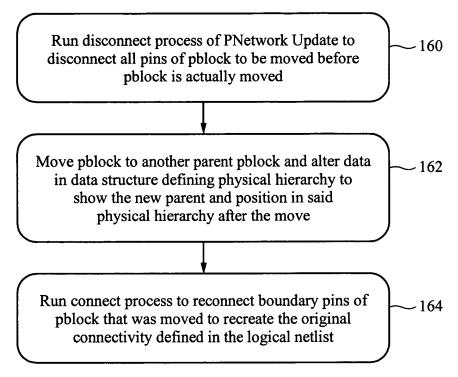


FIG. 15

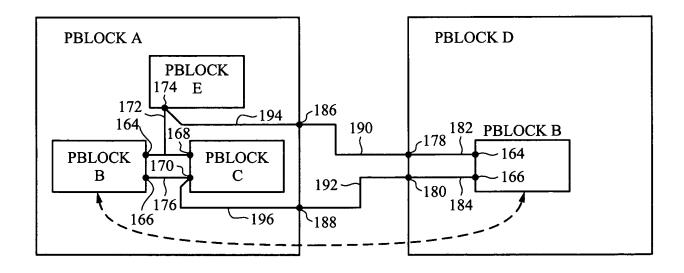


FIG. 16